



**APRIL 10, 2025**  
**27th ANNUAL SKILLS MANITOBA COMPETITION**  
**CONTEST DESCRIPTION**

**CONTEST NAME:** Game Design Presentation

**CONTEST NO:** 50

**CONTEST LOCATION:**

StudioLab xR  
C100-201 Portage  
Winnipeg, Manitoba

**CONTEST START TIME AND DURATION:**

<b>Time</b>	<b>Task</b>
8:300 am - 12:00 pm	Orientation and Studio Tour 8:30-9:00AM Tech Setup 9:00-10:00
10:00 pm - 12:00 pm	Competition Begins (Judging and Play-testing)
12:00 pm – 1:00 pm	Lunch
1:00 pm – 2:30pm	Competition Continues (Judging and Play-testing)
2:30 pm – 3:00pm	Travel to Red River College Polytech – Notre Dame Campus
3:30pm	Winner Announced at Red River College Polytech - NDC

**PURPOSE OF CHALLENGE:**

To provide high school students the opportunity to showcase their video game development projects, processes and skills through a concise presentation to a judging panel. This challenge emphasizes technical expertise, creative vision, and the ability to communicate clearly on video game development.

**Overview:**

Competitors will have up to 30 minutes to present their game prototype, demo their work, and highlight key deliverables to a judging panel. The focus is on demonstrating technical and creative achievements while effectively conveying the game's concept, design, and marketability.

## **DELIVERABLES**

### **1-Working Prototype**

A functional game prototype, including all source files, necessary hardware, and software for the demonstration. Teams must bring a computer capable of running their prototype. The hosting organization can provide monitors.

### **2-Design Document**

A PDF file with the following sections:

**Overview:** A one-page description of the Game, including the title, target audience, key features, inspirations, and performance metrics.

**Artwork:** 4-6 pages of visuals guiding the Game's design.

**Code Examples:** 2-4 pages showcasing notable programming or visual scripting elements.

### **3-In Person Presentation**

(15-20 minutes + Q&A): Introduce the team and provide an overview of the Game, including its target audience, notable features, development process and estimated playtime.

### **4-Affidavit of Original Work**

A signed document (on 8.5" x 11" paper) by all team members and countersigned by a school administrator verifying the submission is work created by the team during the current school year.

Credits for additional contributors must be included.

## **JUDGING FORMAT**

Presentation Time: 30 minutes per team, including Q&A.

- 10-15 minutes: Demo the game prototype, including gameplay and mechanics.
- 5-10 minutes: Present key deliverables (Design Document, videos, visuals).
- 5 minutes: Answer questions from the judging panel.

### **JUDGING CRITERIA:**

Projects will be evaluated based on:

- Technical Execution: Quality of the game prototype and programming.
- Creative Design: Aesthetic appeal, originality, and alignment with the target audience.
- Presentation Skills: Clarity, professionalism, and ability to engage the panel.
- Market Potential: Effectiveness of marketing collateral and presentation materials.

### POINT BREAKDOWN / 100 TOTAL:

POINT BREAKDOWN	/100
<b>Prototype Demonstration</b> Is the prototype demoed effectively, highlighting key features, mechanics, and overall gameplay?	25
<b>Design Document</b> Are the supporting materials (artwork, videos, backboards) documentation effective in showcasing the development process and marketing the game?	25
<b>Delivery and Professionalism</b> Is the presentation clear, engaging, and professional? Do all team members contribute effectively?	50
<b>Total</b>	<b>100</b>

### EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

#### **Minimum suggested Hardware Requirements:**

- Bring all necessary hardware that can both run your game / experience and present on. Using multiple machines is permissible.

#### **Suggested software:**

- Game Engine Software: Unreal Engine, Unity, Godot, Game Maker, Construct 2 and other software that enables game creation

### WORKSITE SAFETY RULES / REQUIREMENTS:

No personal protective equipment required.

### SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Consecutive translation If consecutive translation is required on site, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

## **FAQ:**

### **What do I create?**

Using an existing school video game project you will create a Design Document and Presentation around your working prototype.

### **How much time do I have?**

You will have up to 30 minutes at the competition to present and play-test your game / experience to the judging panel.

### **What game / experience can I present on?**

Competitors need to bring their *own* school projects to the competition for evaluation. No time will be given at the event to create games or supporting materials. This competition is about the presentation of your existing materials.

### **What Tech Should I bring?**

Contestants will be responsible for installation and troubleshooting of all devices. If your game was made for VR, bring a headset. If your game requires a controller, bring a controller. Any devices or materials that enhance the presentation or play-through should be on hand and ready for use.

### **What software should I use?**

That's up to you. You can make games using whatever tool you want. You are not being evaluated on software proficiency but rather in your final output and your supporting materials and presentation.

### **Do I need to stay in the competition area the whole time?**

Yes, during the competition all competitors must remain within the proximity of the competition area, as specified by the Hosting Committee.

## **THE IMPORTANCE OF THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY:**

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The following 9 skills have been identified and validated as key skills for success for the workplace: 1.Numeracy, 2.Communication, 3.Collaboration, 4.Adaptability, 5.Reading, 6.Writing, 7.Problem Solving, 8.Creativity and Innovation, 9.Digital

**FOR MORE INFORMATION CONTACT TECHNICAL COMMITTEE MEMBER:**

Jonathan Le jon@newmediamanitoba.com

**SCORESHEET:**

<b>Prototype Demonstration</b> (25% = 25 Points)	25%
A. Game Concept (10 Points) <ul style="list-style-type: none"><li>• Clarity of explanation of the game idea and objectives.</li><li>• Originality and creativity of the concept.</li><li>• Alignment with the target audience and goals.</li></ul>	1 2 3 4 5
B. Development Process (5 Points) <ul style="list-style-type: none"><li>• Explanation of planning, tools, and workflows used.</li><li>• Discussion of challenges faced and how they were overcome.</li><li>• Understanding of tools/methods (e.g., game engines, coding, asset creation).</li></ul>	1 2 3 4 5
C. Technical Features (5 Points) <ul style="list-style-type: none"><li>• Explanation of key mechanics, features, or technical achievements.</li><li>• Details of programming/design decisions that contributed to the final product.</li></ul>	1 2 3 4 5
D. Visual and Audio Design (5 Points) <ul style="list-style-type: none"><li>• Explanation of visuals, artwork, and sound.</li><li>• Discussion of aesthetic choices and their gameplay impact.</li></ul>	1 2 3 4 5
<b>Design Document</b> (25% = 25 Points)	25%
A. Layout & Organization (5 Points) <ul style="list-style-type: none"><li>• Clear structure and formatting.</li><li>• Images, diagrams, or concept art are used effectively to enhance understanding and are of high quality.</li><li>• Writing is clear, concise, and free of grammatical or spelling errors. Ideas are communicated effectively.</li><li>• Information flows logically, with smooth transitions between sections. Each part builds on the previous.</li><li>• All key sections (e.g., game concept, mechanics, visuals, story, target audience) are thoroughly covered.</li></ul>	1 2 3 4 5

<b>Presentation Demonstration - Presentation Skills (50 Points Total)</b> (50% = 50 Points)	50%
<p>A. Delivery (10 Points)</p> <ul style="list-style-type: none"> <li>Confidence, clarity, and enthusiasm in presenting.</li> <li>Effective use of tone, body language, and eye contact.</li> <li>Avoidance of reading directly from notes/slides excessively.</li> </ul>	1 2 3 4 5
<p>B. Organization (10 Points)</p> <ul style="list-style-type: none"> <li>Logical flow and structure of the presentation.</li> <li>Smooth transitions between team members (if applicable).</li> <li>Effective use of time (staying within the allotted time frame).</li> </ul>	1 2 3 4 5
<p>C. Visual Aids and Demo (10 Points)</p> <ul style="list-style-type: none"> <li>Quality of slides, videos, or other visual aids (e.g., clear and professional-looking).</li> <li>Effective demonstration of the game prototype during the presentation.</li> <li>Ability to highlight the most important aspects of the game during the demo.</li> </ul>	1 2 3 4 5
<p>D. Understanding (10 Points)</p> <ul style="list-style-type: none"> <li>Ability to answer questions confidently and knowledgeably.</li> <li>Depth of understanding demonstrated in responses to technical or design-related questions.</li> </ul>	1 2 3 4 5
<p>E. Engagement (5 Points)</p> <ul style="list-style-type: none"> <li>Willingness to engage with the judges or audience.</li> <li>Ability to provide thoughtful and insightful answers.</li> </ul>	1 2 3 4 5
<p>F. Team Dynamic (5 Points)</p> <ul style="list-style-type: none"> <li>Evidence of teamwork in handling questions (e.g., not dominated by one person).</li> <li>Smooth handoffs between team members when responding.</li> </ul>	1 2 3 4 5
<b>TOTAL</b>	<b>100%</b>